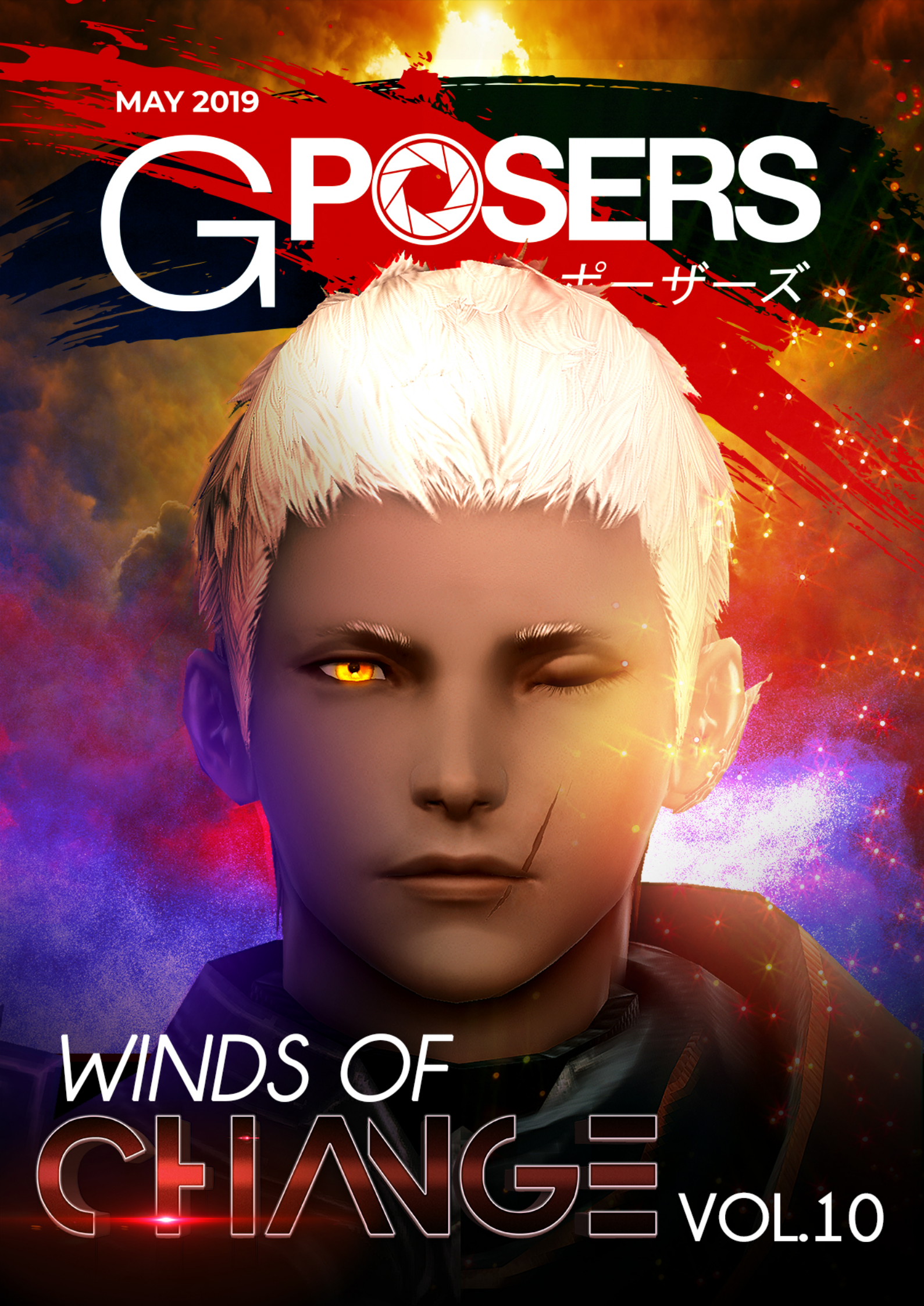

MAY 2019
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WINDS OF
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VOL.10

MAROT SATIL

EDITOR, LEAD AUTHOR,
QUALITY ASSURANCE

KUPAII SATIL

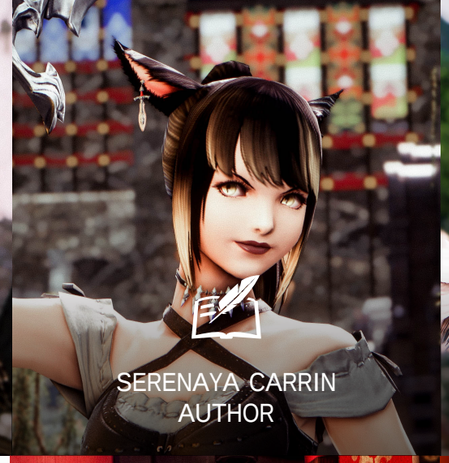
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LEAD GLAM ARTIST

SHENOVA
SHADOWHEART

EDITOR,
LEAD PHOTOGRAPHER

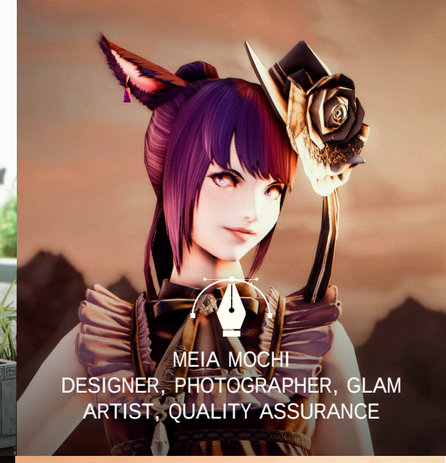






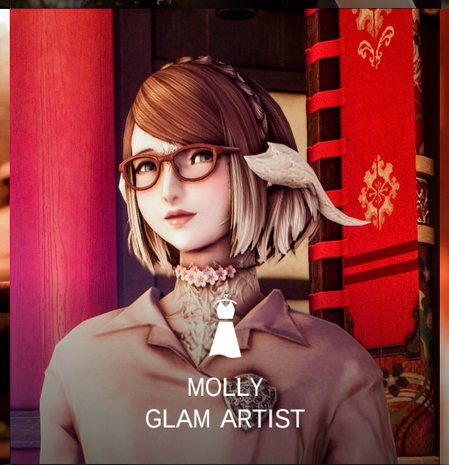


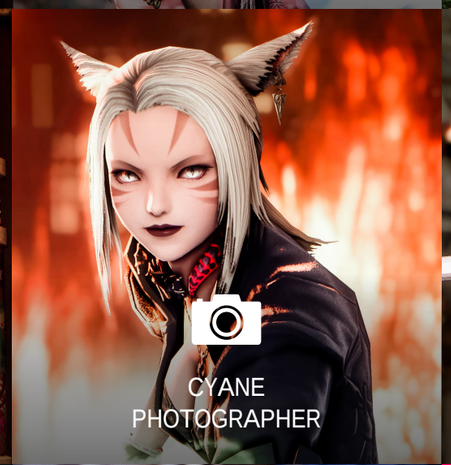




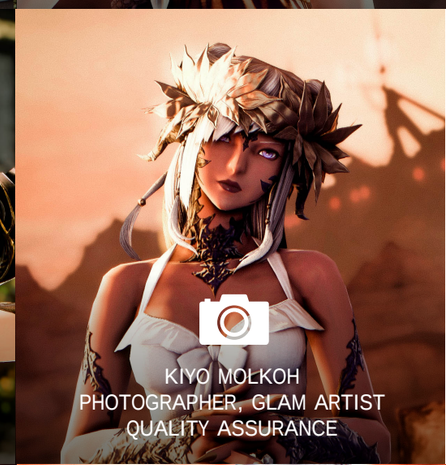


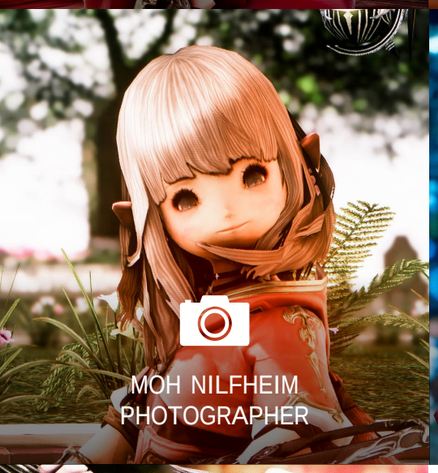


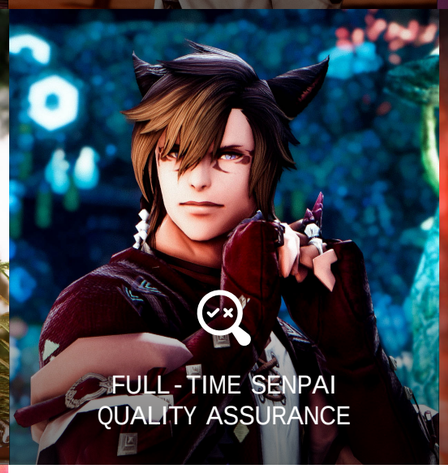


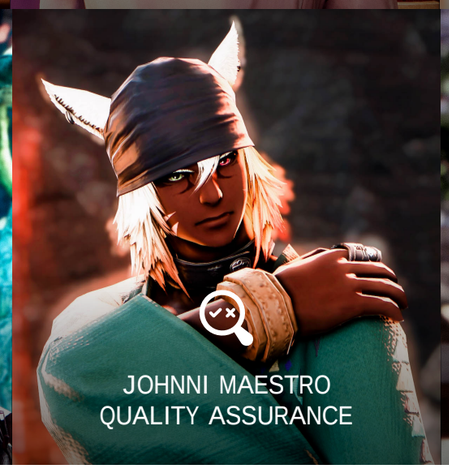


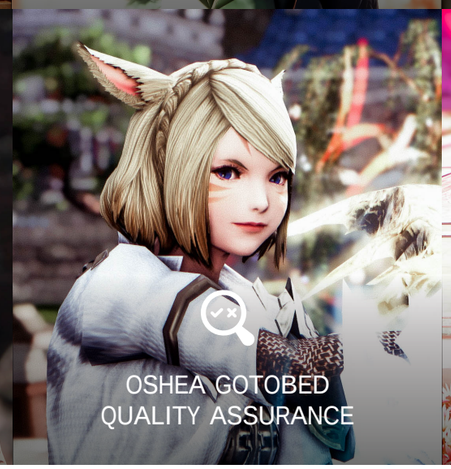


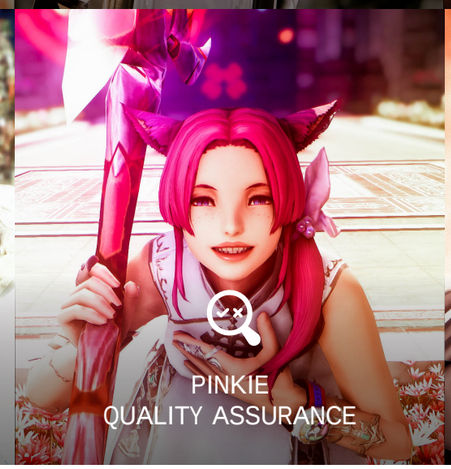
















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THE COMMUNITY COLLECTION
コミュニティ・コレクション
커뮤니티 컬렉션
Photos from discord community screenshot collection!

FASHION FORWARD: CRIMSON IS THE NEW BLACK
紅のは新黒
크림슨 이즈 더 뉴 블랙
Stormblood inspired glamours.

FAN GLAM
ファンのコーディネート
팬들의 투영
This month's featured guest glamour by Kaori Amano!

AN EXPANSION DEPARTING: FAREWELL, STORMBLOOD!
拡張パックの出発：
さようなら、紅蓮の解放者！
확장팩의 떠남: 잘가라, 홍련의 해방자!
An article bidding Stormblood goodbye.

CRIMSON SUNSET WINNERS
「赤いな日発」コンテストの勝者
"붉은노을" 스샷경쟁 우승자
The winners of our May 2019 Screenshot contest!

GPOSERS MAY ISSUE 2019

FAREWELL



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BIRTHDAY MONTHLY
メンバー達の誕生日
회원들의 생일
Happy Birthday to MAY 2019 members!

ARTIST SHOWCASE
アーティスト・ショーケース
예술가 쇼케이스
Featuring Clare47

COMMUNITY INTERVIEWS
コミュニティ・インタビュー
GPOSERS회원의 인터뷰
Featuring Valaina Arkane and Ruri Valeth!

HIDDEN GEMS OF HYDAELYN
ハイデリンの掘り出し物
하이델린의 숨겨진보석들
3 New wonders of our Crystal.

/GPOSE & STORMBLOOD
紅蓮の解放者でグループポーズ
홍련의 해방자에서 그룹포즈
Take a walk through Stormblood to see how /gpose has changed!

STAFF PROFILES
職員プロファイル
직원들의 프로필
Meet the new faces of our staff!

STORMBLOOD


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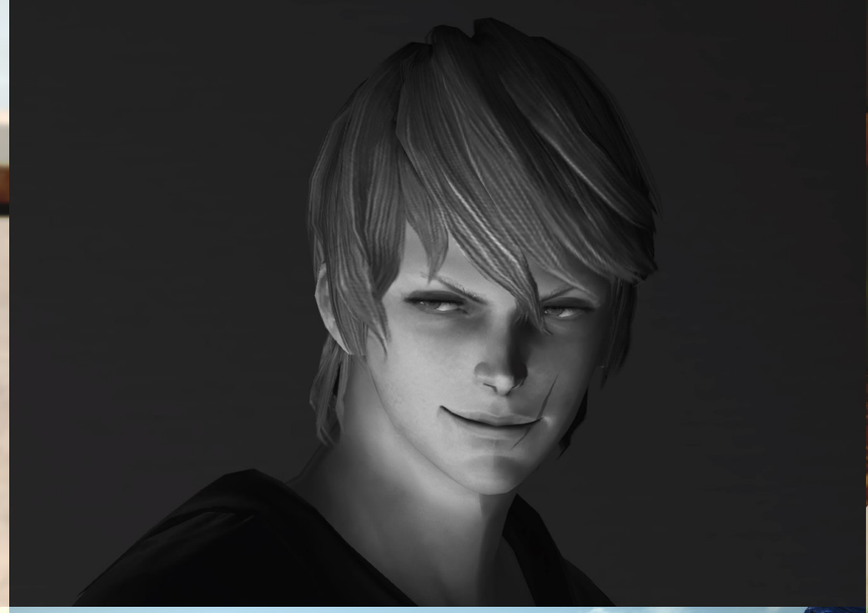






















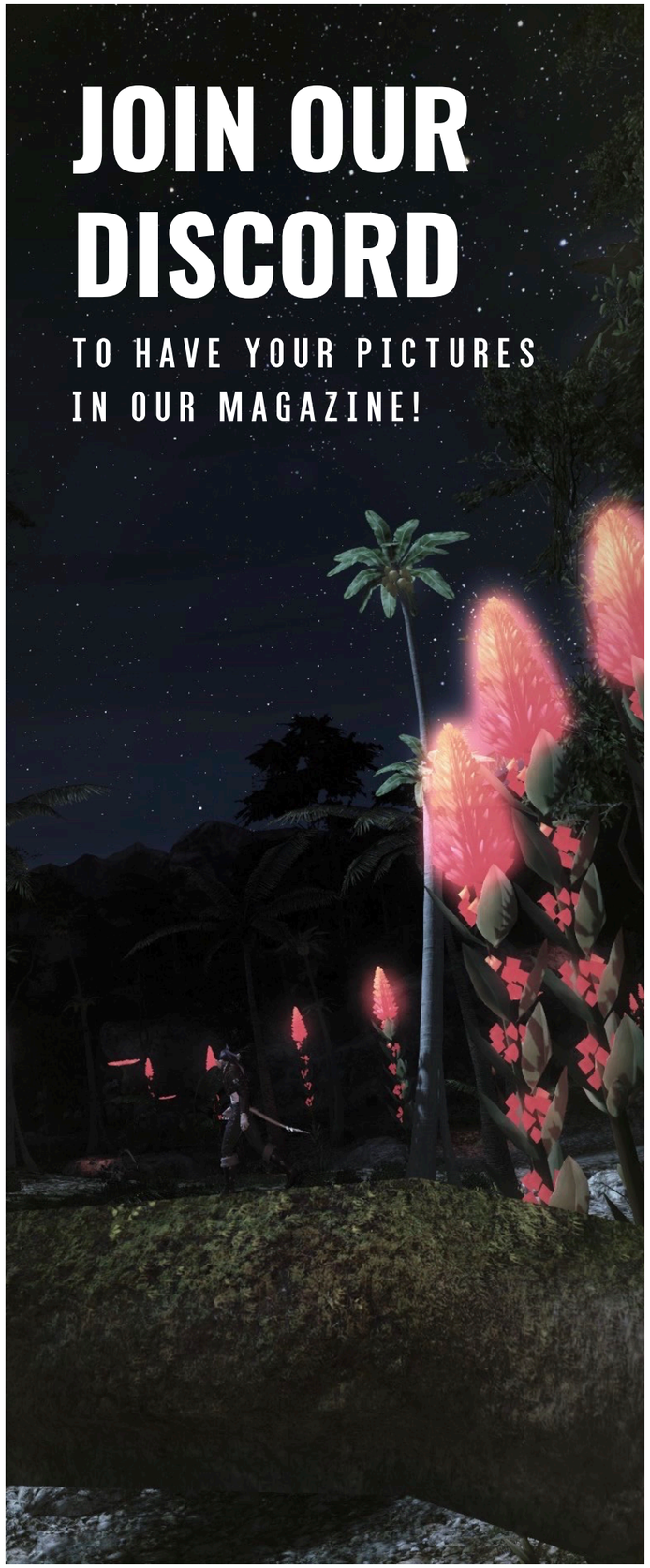











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GPOSERS FASHION FORWARD

CRIMSON

IS THE NEW BLACK

Ala Mhigan Healer

You'll be sure to dazzle in this elegant tunic. The gold and turquoise accents add just the right amount of color to inspire anyone; whether it be for running dungeons or taking screenshots across The Azim Steppe. Heal with absolute ease and style in this garb. For Ala Mhigo!









GEAR LIST

FOR ALA MHIGAN HEALER



STAR OF THE NEZHA LADY
DYE: TURQUOISE GREEN
OBTAINED: MOG STATION



ALA MHIGAN TUNIC OF HEALING
DYE: TURQUOISE GREEN
OBTAINED: SATSUYA - KUGANE (60 CENTURIO SEALS)



NEZHA LADY'S GLOVES
DYE: TURQUOISE GREEN
OBTAINED: MOG STATION



REPUBLICAN MEDICUS'S LOINCLOTH
DYE: GENERAL-PURPOSE JET BLACK
OBTAINED: STORM SERGEANT - WOLVES' DEN PIER (4000 WOLF MARKS)



ENDLESS SUMMER SANDALS
DYE: RUSSET BROWN
OBTAINED: FUTURE MOG STATION ITEM



CRIMSON FIST

Land your punches with flair when wearing this striking monk glamour! With the combination of a cropped vest and baggy pants, you'll be showing off your best coeurl form in no time.









GEAR LIST

FOR CRIMSON FIST



RAKSHASA KNUCKLES
DYE: WINE RED
OBTAINED: CRAFTED (BSM LVL. 70) / MARKET BOARD



PALLADIUM CIRCLET OF STRIKING
DYE: SOOT BLACK
OBTAINED: CRAFTED (GSM LVL. 70) / MARKET BOARD



ANEMOS PACIFIST'S VEST
DYE: WINE RED
OBTAINED: GEROLT - EUREKA ANEMOS (550 PROTEAN CRYSTALS, 150 ANEMOS CRYSTALS)



TRUE GRIFFIN BRACERS OF STRIKING
DYE: WINE RED
OBTAINED: CRAFTED (LTW LVL. 70) / MARKET BOARD



GAZELLESKIN BRAIS OF STRIKING
DYE: SOOT BLACK
OBTAINED: CRAFTED (LTW LVL. 69) / INDEPENDENT MERCHANT - THE PEAKS - ALA GHIRI (36,267 GIL) / MARKET BOARD



TRUE GRIFFIN CALIGAE OF STRIKING
DYE: WINE RED
OBTAINED: CRAFTED (LTW LVL. 70) / MARKET BOARD





Ivalician Mystic

With all of these beautiful embellishments, this glamour is truly astonishing. The bows, medal decals, and intricate embroidery harmonize to create an outfit that will show off your elegance. It is a treat for the eyes as the more you look, the more you discover.









Gear List

FOR IVALICIAN MYSTIC

RAKSHASA KANMURI OF HEALING
DYE: MESA RED
OBTAINED: CRAFTED (GSM LVL. 70)
/ MARKET BOARD

IVALICIAN MYSTIC'S COAT
OBTAINED: THE ORBONNE MONASTERY

FALSE NAILS
DYE: MESA RED
OBTAINED: MADHURA - THE FRINGES - CASTELLUM
VELODYNA (6 ANANTA DREAMSTAFF)

NEZHA LADY'S SLOPS
DYE: VOID BLUE
OBTAINED: MOG STATION

FAERIE TALE PRINCESS'S HEELS
DYE: VOID BLUE
OBTAINED: MOG STATION





Rainy Days

Even when it's pouring down rain, you can look super cute in a little raincoat. With the addition of this raincoat in Stormblood, you can splish-splash in puddles in style. Is the weather gloomy and rainy in Eorzea? Put on your shiny yellow raincoat and brighten the world around you.







Gear List

FOR Rainy Days



YELLOW LILY OF THE VALLEY CORSAGE
OBTAINED: CRAFTED (ALC LVL. 66) / MARKET BOARD

RAINCOAT
DYE: HONEY YELLOW
OBTAINED: CRAFTED (WVR LVL. 70) / MARKET BOARD

FALSE NAILS
DYE: HONEY YELLOW
OBTAINED: MADHURA - THE FRINGES - CASTELLUM VELODYNA (6 ANANTA DREAM-STAFF)

FAIRE KOHAKAMA
DYE: MOLE BROWN
OBTAINED: MOG STATION

MILLKING'S BOOTS
DYE: HONEY YELLOW
OBTAINED: SCRIP EXCHANGE - OLD GRIDANIA (100 YELLOW CRAFTERS' SCRIPS)

fashion forward: scaevan strategist | gposers

SCAEVAN STRATEGIST



Embrace the Scaevan aesthetic with this raid-ready attire! Though the coat looks smart and spiffy, the pants and leather boots add just the right amount of cool—creating a perfectly balanced style that's suitable for any strategist on the battlefield.







GEAR LIST

FOR SCAEVAN STRATEGIST

OMEGA CODEX
OBTAINED: ALPHASCAPE V4.0 (SAVAGE)

IVALICIAN ASTROLOGER'S EYEGLASSES
OBTAINED: THE ROYAL CITY OF RABANASTRE

AUGMENTED SCAEVAN COAT OF HEALING
DYE: GENERAL-PURPOSE PURE WHITE
OBTAINED: E'BOLAFF - RHALGR'S REACH (825 TOMESTONES OF GENESIS, 1 SCAEVAN TWINE)

NEZHA LORD'S GLOVES
DYE: GENERAL-PURPOSE JET BLACK
OBTAINED: MOG STATION

LUCIAN PRINCE'S BOTTOMS
OBTAINED: A NOCTURNE FOR HEROES EVENT (2019) / FUTURE MOG STATION ITEM

LUCIAN PRINCE'S BOOTS
OBTAINED: A NOCTURNE FOR HEROES EVENT (2019) / FUTURE MOG STATION ITEM





SCION CASTER

Black and white with little droplets of crimson will be sure to bring out your evil side. With this attire, your caster will be the main attraction no matter where you are. Cast those ruins, jolts and maybe a fire or two. No matter your preferred class, you'll look devilishly magical.









GEAR PIECES

FOR SCION CASTER



ALLIANCE CIRCLET OF CASTING
DYE: GENERAL-PURPOSE PURE WHITE
OBTAINED: THE GHIMLYT DARK

SCION TRAVELER'S JACKET
DYE: GENERAL-PURPOSE PURE WHITE
OBTAINED: A REQUIEM FOR HEROES (MAIN STORY QUEST)

REPUBLICAN SIGNIFER'S FINGERLESS GLOVES
DYE: ROLANBERRY RED
OBTAINED: STORM SERGEANT - WOLVES' DEN PIER (2000 WOLF MARKS)

LUCIAN PRINCE'S BOTTOMS
OBTAINED: A NOCTURNE FOR HEROES (2019 EVENT) / FUTURE MOG STATION ITEM

FAERIE TALE PRINCE'S BOOTS
DYE: GENERAL-PURPOSE JET BLACK
OBTAINED: MOG STATION

VALERIAN DARK PRIEST'S EARRINGS
OBTAINED: CASTRUM ABANIA

THE BLACKEST KNIGHT

Defeat your bitter enemies and protect your allies in style. This glamour utilizes the eternally fashionable color black to create the edgiest dark knight ensemble—complete with silver accents for a modern twist!









GEAR LIST

FOR THE BLACKEST KNIGHT



DIAMOND GREATSWORD
OBTAINED: SIGMASCAPE V4.0 (SAVAGE)



DURIUM HAIRPIN OF FENDING
DYE: METALLIC SILVER
OBTAINED: CRAFTED (GSM LVL. 65) / MERCHANT & MENDER - YANXIA - NAMAI (21,403 GIL) / MARKET BOARD



OMEGA GAMBISON OF FENDING
OBTAINED: ALPHASCAPE V4.0 (SAVAGE)



SCION TRAVELER'S GLOVES
OBTAINED: A REQUIEM FOR HEROES (MAIN STORY QUEST)



ALA MHIGAN BOTTOMS OF FENDING
BILLEBAUT - RHALGR'S REACH (60 CENTURIO SEALS)



SCION TRAVELER'S BOOTS
OBTAINED: A REQUIEM FOR HEROES (MAIN STORY QUEST)



MOLYBDENUM EARRING OF FENDING
OBTAINED: CRAFTED (GSM LVL. 68) / INDEPENDENT MERCHANT - THE PEAKS - ALA GHIRI (16,485 GIL) / MARKET BOARD



THE WAY OF THE SAMURAI

Sharp like the fine edge of a katana, the gold detailing of this outfit against its dark blue fabric makes for an elegant yet practical outfit. Defeat your enemies in style and become the fierce samurai you know yourself to be.









GEAR LIST

FOR THE WAY OF THE SAMURAI



NIGHTSTEEL KATANA
DYE: INK BLUE
OBTAINED: CRAFTED (BSM LVL 70) / MARKET BOARD



MODERN AESTHETICS - PULSE
OBTAINED: MOGSTATION



TENGU TOGI
DYE: INK BLUE
OBTAINED: STORM PRIVATE - WOLVES' DEN PIER (4000 WOLF MARKS)



ALA MHIGAN BOTTOMS OF STRIKING
DYE: INK BLUE
OBTAINED: BILLEBAUT - RHALGR'S REACH (60 CENTURIO SEALS)



ALA MHIGAN CALLIGAE OF STRIKING
DYE: INK BLUE
OBTAINED: BILLEBAUT - RHALGR'S REACH (35 CENTURIO SEALS)



fan glam

featuring Kaori Amano
of Diabolos

g l a m o u r

Stormblood was the first expansion I got to play from launch, and I knew I wanted to make a glamour inspired by my favorite samurai films. The Taoist's Shirt and Non La are the pieces that tie together the theme of being a Japanese ronin—a wandering samurai without a master. Ronin wore loose-fitting robes that were more comfortable for travel, and this set is meant to evoke that image.



Head: Non La
Dye: Snow White

Gloves: Taoist's Gloves
Dye: Dalamud Red

Chest: Taoist's Shirt
Dye: Dalamud Red

Pants: Quan
Dye: Dalamud Red

Shoes: Pagos Sandals
Dye: Dalamud Red

AN EXPANSION DEPARTING: FAREWELL STORMBLOOD

Spoiler Alert: If you haven't completed the main questline in Final Fantasy XIV: Stormblood, read this article at your own peril!

After the realm had been reborn and Ilberd's plot to summon Shinryu in hopes of sparking a war with Garlemald succeeded, Papalymo called upon the same ritual used by his teacher and mentor Louisoix in his attempts to seal Bahamut.The ritual was a success and came at the cost of his own life, but it bought time for the rest of the Scions of the Seventh Dawn to figure out a permanent method of defeating the incredibly powerful Shinryu.

Reacting as fast as he could, the Garlean defector and scientist Nero tol Scaeva interrupted an Eorzean Alliance discussion. He suggested they awaken the ancient weapon Omega to combat Shinryu directly, for Papalymo's seal was temporary (at best). With Omega awoken, the two incredibly powerful beings exchanged blows and by all appearances destroyed each other in combat, falling to the east and seemingly ending the catastrophic threat.

It was discovered that the enigmatic Yda was actually Lyse: sister of the departed Scion Yda. After the true Yda had passed during a mission behind enemy lines in Gyr Abania, Lyse had been impersonating her in hopes of fulfilling her goals and dreams—foremost, the liberation of Ala Mhigo. With the war already begun, we entered Final Fantasy XIV's 2nd expansion—Final Fantasy XIV: Stormblood.



Upon travelling beyond Baelsar's Wall, The Warrior of Light found Gyr Abania to be under the oppressive and cruel regime of the Viceroy Zenos yae Galvus: son of Garlemald's emperor. He had appropriated to his own terrible ends both Gaius van Baelsar's unit of "naturalized" Ala Mhigan soldiers, the Skulls (led by the Highlander Fordola), and the Qalyana tribe of the serpent-like beings known as Ananta.

Not long after meeting with a faction of the Ala Mhigan Resistance in Rhalgr's Reach, an attack was carried out on the temple by Zenos and his men. This meant countless deaths and injuries for the already demoralized resistance, as well as a seething defeat for the Warrior of Light at the hands of Zenos himself. After this show of force—and upon realizing that direct conflict was likely not a present option—Alphinaud suggested instead that a rebellion be hatched in the land of Doma to the Far East in order to stretch the empire's forces thin.

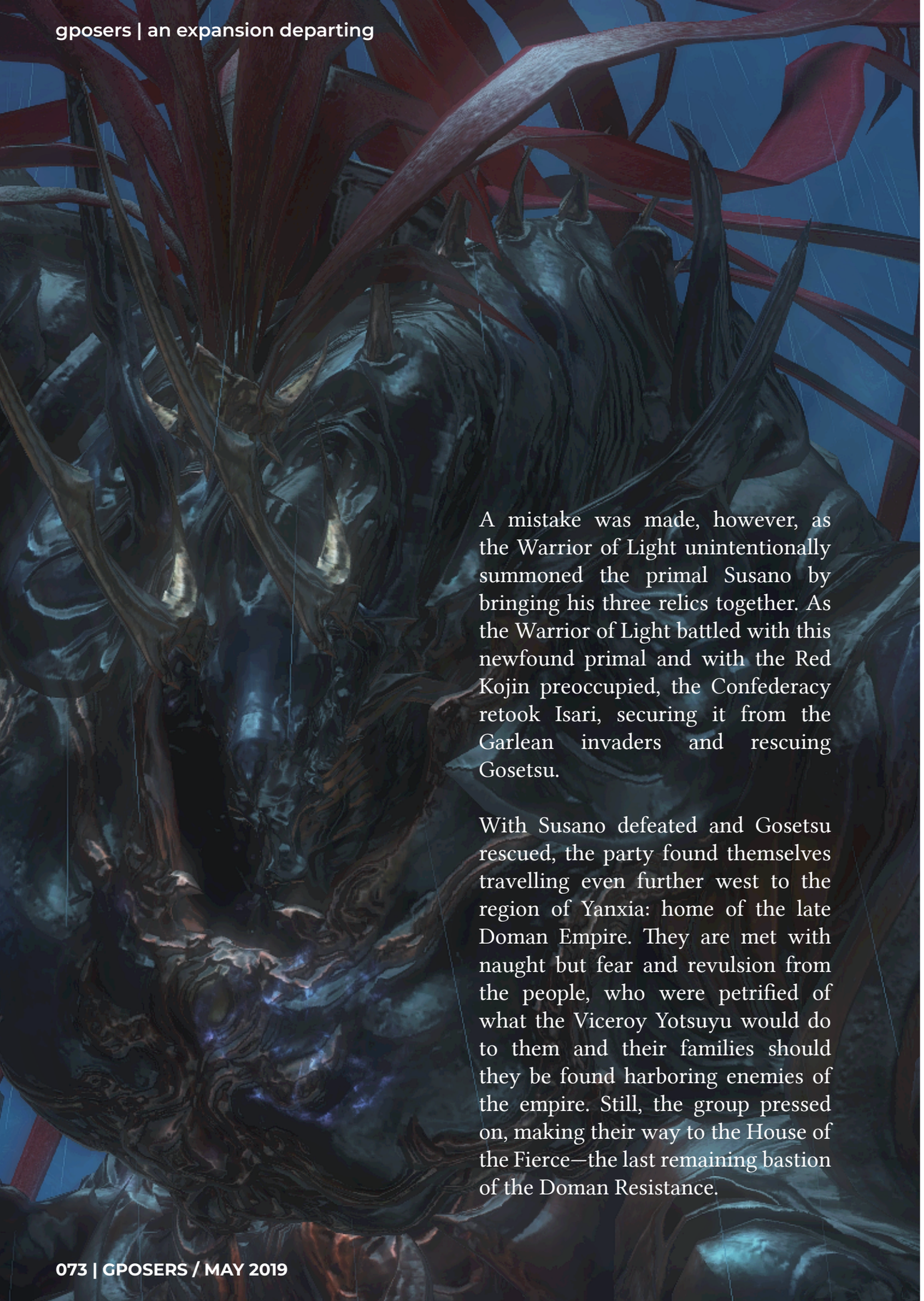
With passage secured (and after a minor run-in with a siren), the party disembarked in Kugane and met a man hailing from Ul'dah named Hancock, who represented Lolorito Nanarito's interests in the Far East. His offer of aid was accepted but met with some reluctance, given his suspicious nature and the Scions' history with the merchant. Their search for Yugiri and Gosetsu—who had already travelled east to aid the Doman resistance—led to the group being tricked by a Namazu, who sold them out to a contingent of Garlean soldiers.

As Kugane is a neutral port, the dispatching of this group attracted the attention of the Sekiseigumi: Kugane's samurai law enforcement, but also alerted a Blue Kojin named Soroban who then helped the group escape and make their way to The Ruby Sea. On arrival, they were invariably introduced to The Confederacy (a group of traditional—and inherently fair—pirates who exact a tithe called "The Ruby Price" for those wishing to cross the Ruby Sea), and learned this group too found conflict with the empire.

Seeing a potential ally by means of a mutual enemy, a treatise with their leaders fell far short of a solid alliance. Travelling further west, the Scions found themselves in the fishing hamlet of Isari, which was under occupation by the acting Viceroy of Doma, Yotsuyu goe Brutus. Gosetsu had coincidentally been nearby as well and intervened on behalf of the villagers, offering himself in exchange for their lives and well-being. His bargain was taken, and the village remained occupied, for Yotsuyu was hardly a woman of honor. With Yugiri still missing and Gosetsu taken prisoner, the party was back where they started.

Vowing to rescue Gosetsu, the Scions made a second attempt at gaining the assistance of the Confederacy, this time with Alisaie suggesting that she would drive away the Red Kojin mercenaries which were working for the Garlean Empire. The Confederacy directed the party to the friendly Blue Kojin, where they would soon reunite with Soroban.

The Scions assisted the Blue Kojin tribe in their efforts against the Red Kojin, and eventually this led to an assault on The Isle of Zekki. The goal was to both retrieve an ancient Kojin relic, and to force the Red Kojin to abandon their posts at Isari, weakening the Garlean hold on the village. The attack on the island's treasure vault was a success and caused the Red Kojin to all return in its defense, fracturing their relationship with the Garleans.



A mistake was made, however, as the Warrior of Light unintentionally summoned the primal Susano by bringing his three relics together. As the Warrior of Light battled with this newfound primal and with the Red Kojin preoccupied, the Confederacy retook Isari, securing it from the Garlean invaders and rescuing Gosetsu.

With Susano defeated and Gosetsu rescued, the party found themselves travelling even further west to the region of Yanxia: home of the late Doman Empire. They are met with naught but fear and revulsion from the people, who were petrified of what the Viceroy Yotsuyu would do to them and their families should they be found harboring enemies of the empire. Still, the group pressed on, making their way to the House of the Fierce—the last remaining bastion of the Doman Resistance.

The Scions set themselves to the task, further assisting the residents of Namai and quickly finding that their wills had been broken by the relentless cruelty inflicted on them and theirs by Yotsuyu. Meanwhile, Garlean troops had arrived to conscript more of villagers to repair the machinery damaged by their recent losses in The Ruby Sea—a curious move, as the villagers clearly had no engineering experience. This prompted the Warrior of Light and Yugiri to launch a rescue expedition which was carried out successfully and stealthily.

The villagers responded poorly to their rescue, and with Zenos yae Galvus set to arrive in Doma shortly, Yugiri had decided to plot a lone attempt on his life in an attempt to show the Doman people that the empire was far from invincible. The Scions had tried to dissuade her to no avail, and the Warrior of Light had decided that backing their friend was the only course of action.

Though the attack against Zenos had failed—his overwhelming power once more laying the Warrior of Light and Yugiri low—Alisaie, Gosetsu, and the newly inspired Yanxian people came to their rescue and forced the greatly outnumbered viceroy to retreat. Proud of his assistance in the rekindling of Doma's spirit, Gosetsu headed off alone to retrieve Hien. Meanwhile, the Warrior of Light, Lyse, and Yugiri began their own search for the man on The Azim Steppe: home of the Xaela tribe of Au Ra.







While asking around in Reunion, they met a young Xaela woman named Cirina Mol who pointed them in Hien's direction. Finally having met with Hien, he hatched a plan to force the Xaela people to help him combat the Garlean Empire: He would represent the Mol tribe and become the Khagan of the Steppe by means of a traditional combat contest called the Naadam.

As Yugiri headed back to Yanxia to gather the people in preparation for the coming war, Hien and the Warrior of Light were informed they would need to complete the trials of Bardam's Mettle to prove themselves before they could compete. With the trials within proving no match for the pair, after emerging they were immediately after set upon by the Oronir tribe and the current Khagan: Magnai.

Wishing to learn more about his competition, Magnai told the Warrior of Light and Hien the origins of the Oronir, set forth tasks to earn his respect, and eventually allowed them to return to the Mol tribe and participate in the Nadaam. Hien and the Warrior of Light would soon after come to best both the Oronir and the Dotharl tribes—the strongest tribes in the Azim Steppe—with the Warrior of Light being proclaimed Khagan of the steppe.

Immediately afterwards, an assault by the Garlean Empire was launched on the participants of the Naadam. The Scions and their newfound Xaela allies were very quick to drive them back. Returning to Yanxia, they found that Yugiri, Alisaie, and Alphinaud had finished preparing the Confederacy, the Blue Kojin tribes, and the Yanxian villages for war.

After announcing the plans to attack Doma Castle, Hien joined the Warrior of Light's side and they travelled to survey the location—soon learning that the most efficient tactic would be flooding the castle, preventing any reinforcement. Despite some objections about the destruction of the castle, the plan was executed the following morning, with the Warrior of Light, Yugiri, Gosetsu, and Hien acting as the spearhead.

Upon making their way through the then-sinking Doma Castle, they found themselves face to face with Yotsuyu. She spoke of how she had been violated and abused by her own people, and how she joined the empire as her own twisted form of vengeance. As her tale neared its end, the ceiling of the castle fell—stopped only by Gosetsu's strength alone. Pinned down by the rubble, he urged the Warrior of Light, the Scions, Hien, and Yugiri to flee. As they did, Yotsuyu seized the moment and shot him, resulting in his strength finally giving out and the rubble to topple upon them, seemingly ending both of their tales.

While grief-stricken by the loss of his close friend and comrade, Hien pledged every means he could—military or otherwise—to assist the Scions and the Ala Mhigan Resistance as soon as he had established a functional government in Doma. With their work in the Far East completed, the Scions returned to Limsa Lominsa where they were met by Admiral Merlwyb Bloefhiswyn. She informed them that Krile had been captured during an ambush on a transport vehicle that was bringing wounded soldiers from Rhalgr's Reach to the chirurgeons of the Eorzean Alliance.



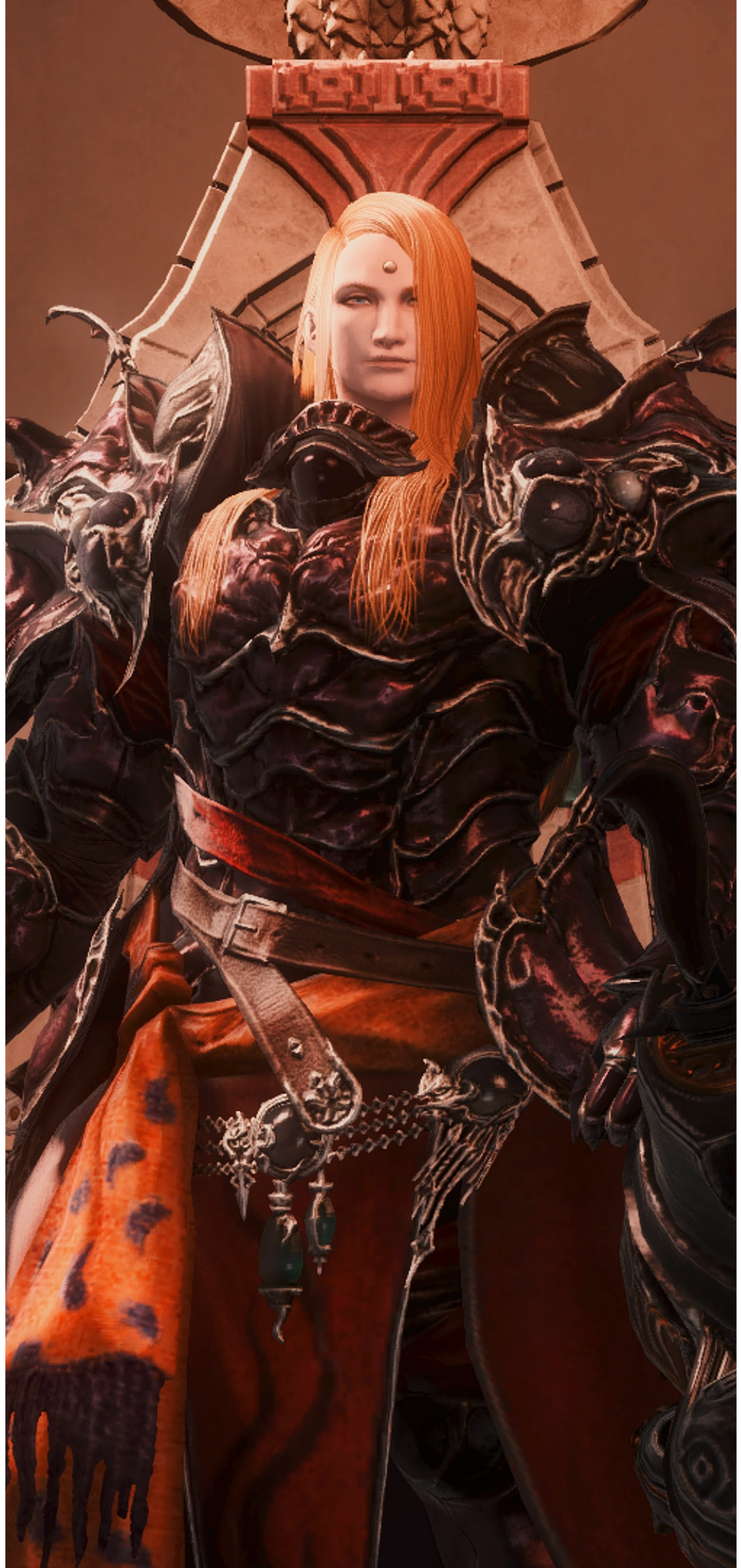
Not one to waste an opportunity, General Raubahn made plans to capture Castellum Velodyna. In the moments leading up to the siege, Conrad informed the Warrior of Light that he intended upon passing leadership of the Ala Mhigan Resistance to Lyse when the time comes. Thanks to a clever deception and despite the efforts of Fordola and her Skulls, the castellum soon fell.

Onward to the Peering Stones the Warrior of Light travelled, and met with an Ananta from the Vira tribe. She informed them that Fordola had unintentionally killed the daughter of the Qalyana broodmother. In her grief, the broodmother had summoned the Ananta's god—Lakshmi—as a primal to bring her daughter back to life. Brought back to life she was, albeit as an empty husk, though this did not dismay the maddened broodmother. The Scions hastily defeated Lakshmi, disheartening the Qalyana and pushing them out of the war.

It was then that Fordola was confronted by Zenos yae Galvus. He reminded her of the recent losses the Garlean Empire had suffered as a result of the invasion, and pressured her to acknowledge the desire for revenge against her own people. She agreed to undergo a procedure using the then-captured Krile that would imbue her with an artificial version of the echo and make her a "resonant".

The liberation of Ala Mhigo had proceeded apace, with Ala Ghiri being the latest settlement to be removed from the empire's clutches. Next was the capture of Specula Imperatoris—and the battle was a bloody one, with Fordola ordering the cannons of the nearby Castrum Abania to be fired on the outpost (with full knowledge it would kill her own troops, and some of her remaining personal friends). During this time, Estinien—who had been traversing the region in secret to locate Shinryu and in turn Nidhogg's eyes—arrived at Castrum Abania and destroyed its main cannon, ending the battle for a time.

Alisaie and the Warrior of Light searched the wreckage for survivors and found a mortally injured Conrad. He used his last breath to pass the leadership of the Ala Mhigan Resistance to Lyse. The allied forces immediately moved to take Castrum Abania before its main cannon could be repaired and fired again. Upon storming the castrum, the Scions once more found Fordola waiting to combat them. Losing and retreating once more, she informed them that Zenos yae Galvus was waiting for them in Ala Mhigo.



As the allied forces moved into The Lochs and toward Ala Mhigo itself, Thancred's information gathering paid off and led to the infiltration of the facility in which Krile was being held. Coming face to face with Fordola once more, she walked right into the Scions' plan and was taken prisoner. This victory led right into the battle of Ala Mhigo: the final push to retake Gyr Abania from Garlemald. The Warrior of Light clashed directly with Zenos by following a bloodstained path forged by their allies.

Seemingly defeated, Zenos lured the Warrior of Light to the Royal Menagerie; here, it was revealed that he had captured Shinryu after its battle with Omega. In a moment which demonstrated the true extent of his madness, Zenos used his resonant powers to fuse himself with Shinryu, and engaged the Warrior of Light one final time. After a long and tiring battle, Shinryu fell, Zenos proclaimed he was finally satisfied, and he immediately took his own life. Thus ended the Garlean occupation of Gyr Abania and Ala Mhigo.

Soon after, Estinien located Nidhogg's eyes and impaled them both, thus ending Nidhogg's legacy too for good. With Ala Mhigo secured, Lyse announced that she would be retiring from the Scions of the Seventh Dawn to assist Raubahn in governing and rebuilding Ala Mhigo, though this time under a republic rather than monarchy. Not allowed a moment of rest, the Warrior of Light was soon called upon to help quell an angry mob demanding vengeance on the imprisoned Fordola.

The Echo gave them a glimpse into Fordola's tortured past and exposed how her own people had killed her father. This led her to seek Garlean citizenship and vengeance at any cost. In turn, Fordola saw the sum of the Warrior of Light's burdens, and after seeing the path they had walked, was led to question how they could possibly continue fighting as they were.

A meeting was held between the representatives of the various tribes and factions in Gyr Abania to form the new government. Betraying the peace, the Qalyana broodmother once more summoned forth Lakshmi, though she herself was swiftly struck down by Raubahn. As the only people with the echo at the meeting, Lakshmi was left to the Warrior of Light and Arenvald. Raubahn held off the Qalyana soldiers, and Lyse left to retrieve Fordola from her prison cell to assist against the primal.

Agreeing to help, Fordola and the pair made quick work of Lakshmi and she returned to her cell by her own free will, the resonance causing her to witness the suffering she caused the people present with own eyes. An agreement was made between the remaining representatives: they would form their government based on the recently formed Ishgardian House of Commons. Simultaneously, Nanamo had convinced Raubahn to remain with his people in Ala Mhigo and he appointed his adopted son Pipin Tarupin to take over his role in Ul'dah as general of the Immortal Flames.



Yugiri and the Warrior of Light were summoned by Hancock soon after. He informed them that Garlean forces had been searching for two travellers who met the descriptions of the deceased Yotsuyu and Gosetsu. Not much time passed before they were found in the middle of a Garlean assault on the Confederacy, with the aforementioned pair involved. Gosetsu revealed to the Warrior of Light that he and Yotsuyu had survived the collapse of Doma Castle and had found themselves washed up and stranded on a desolate island.

Yotsuyu did not walk away unscathed, however, as amnesia had taken over her mind. Gosetsu had decided to spare her life and refer to her as “Tsuyu” to defer suspicion. Immediately welcomed back by Hien, Gosetsu allowed her to be held within the Doman Enclave to prevent attacks in the streets by people looking to exact revenge for her heinous acts.

Tsuyu’s step brother Asahi sas Brutus arrived in Doma as a representative of the Populares: a political group within Garlemald who were opposed to the endless war and conquering the nation is known for. He likewise announced that the Optimates were the ones searching for Tsuyu and vying for the continuation of the war. Asahi offered a trade of prisoners in good faith, asking in turn that Doma outlaw the summoning of primals.

Hien was tempted to deny Asahi and execute Tsuyu, but allowed him to meet her and verify her condition whereupon he gave her an ornate hand mirror. It was further agreed that Yotsuyu would be handed back to the Garleans in the event that her memory returned prior to the exchange.

As Asahi prepared to depart, it was revealed to the Warrior of Light by his own admission he had devoted his life in service to Zenos. Despite being informed of Asahi’s true nature, Hien pushed forward with the exchange, realizing full-well that it may have been a trap. Meanwhile, Tsuyu had travelled by herself into the village of Namai, and was recognized by the villagers. Hien begged for their tolerance of the ex-viceroy and claimed they would not see Tsuyu again unannounced.

It was not long before Asahi’s true plan was hatched, with Tsuyu fully regaining her past memories while meeting with her foster parents. She quickly murdered them in a fit of rage and escaped once more. Furthermore, at the prisoner exchange, she sought revenge on everyone by means of the Kojin mirror Asahi had given her alongside the stockpile of crystals he had snuck into the castrum. In a flash of moonlight, Yotsuyu transformed into the primal Tsukuyomi, but was swiftly dispatched by the Warrior of Light.



Learning that he had planned to pin the summoning on Doma as a declaration of war on Garlemald, Asahi prematurely celebrated his victory over Hien and the Warrior of Light before being executed by the final drops of power that lied within Yotsuyu, who passed moments after. The Warrior of Light experienced an echo flashback on Asahi's death, revealing to the others that Zenos yae Galvus—or something in his body—had seemingly survived the battle at the Royal Menagerie.

In response to Tsuyu's death, Gosetsu shaves his head and makes an oath to spend his days as a wandering monk seeking personal peace. Meanwhile, Alphinaud made the decision to travel to Garlemald with Maxima quo Priscus and the remaining Populares as a representative of Doma to discover both if there was the possibility for peace, and to determine if the Garlean empire was being manipulated by the Ascians.

While passing over the barren, aether-depleted region known as The Burn, they were attacked by the emperor's personal guard. Alphinaud's airship crashed, but their salvation arrived by the hands of a mysterious gunblade-wielding Garlean wanderer and his companions.

The Warrior of Light's earlier vision prompted Zenos' grave to be unearthed, upon which his corpse was found to be missing, indicating that an Ascian had possessed it. Returning from Garlemald himself, Thancred informed the Scions that Alphinaud had never arrived at his destination, which prompted Alisaie to lead a rescue mission into The Burn. This expedition ended mostly in disappointment; the party only found the remains of Garlean soldiers, the wreckage of the Populares' ship, and an ancient Allagan installation.

Lyse implored Hien to attend a meeting with the Eorzean Alliance. He agreed to attend as soon as he had readied himself and his people for a possible invasion by the Garlean Empire by forming his own alliance with the nearby peoples of Dalmasca and Nagxia. To this end, Cid and his Ironworks engineers retrofitted the Allagan energy barrier systems unearthed in The Burn, but were surprised to discover that the aether of The Burn was being unnaturally drained in the direction of The Azim Steppe.

Discovering that the pillars in the House of the Crooked Coin which the Xaela believed to be the source of Nhaama's power were actually an Allagan aether collector and battery, the Warrior of Light and their allies sought the approval of the Dotharl and Oronir tribes to disable them and direct their energies to the barrier generators in The Burn. The negotiations succeeded, and development of the barrier field continued apace.

Another Eorzean Alliance meeting was then held; Thancred offered the idea of causing a power struggle within Garlemald to loosen the Ascian hold on the nation. Immediately after, Thancred, Urianger, and Y'shtola were subjected to a powerful magic referred to as the calling by Kan-E-Senna and fell into coma-like states. Krile proposed that they use Matoya's crystal to locate the comatose Scions' wayward souls, though this did not indicate anything other than that their souls were somewhere else in the aetherial sea.

The Warrior of Light and Alisaie were summoned to Ala Mhigo soon after, as the Populares had sought and were granted refuge. Maxima informed them of their rescue from their countrymen's assault by a small band of Ascian hunters led by the mysterious Shadowhunter, and it was explained that Alphinaud had joined up with this group. He further informed the Scions that the empire had been planning to launch another invasion of Ala Mhigo; in response, Raubahn began mustering the allied forces on the border.

Travelling back to Doma, the Scions watched as Hien ordered the activation of a barrier around Doma only to see a Garlean airship crash into it and land nearby. Exiting the airship was none other than the Shadowhunter. He carried Alphinaud's body past the now-deactivated barrier—another Scion had been affected by the calling.

The mysterious Shadowhunter then revealed himself to be none other than Gaius van Baelsar. He explained that he had survived the fall of The Praetorium, dedicating his life to ending the Ascian scourge which had taken over his country. The most powerul pair of those Ascians were said to be Elidibus—now known to be in possession of Zenos' body—and a previously unknown Ascian named Emet-Selch.

Gaius further spoke of his and Alphinaud's efforts to halt the production of a toxic gas referred to as "Black Rose" which Garlemald had been once again manufacturing, including their sabotage of the primary facility creating it. Furthermore, it was revealed that Elidibus had requested the facility also be used to clone the Garlean Empire's founder—Solus zos Galvus—using ancient Allagan technology.





With hostilities already mounting on in the Ghimlyt Dark, the Scions returned to Ala Mhigo. Alongside with the Eorzean Alliance leaders they attempted to parley with emperor Varis zos Galvus. Negotiations began with Varis questioning the ideals on which the Eorzean people prided themselves in the face of their own actions, and the leaders were unable to respond. Furthermore, he spoke of the true goal of Garlemald: the rejoining of the thirteen shards with the Source. While the Ascians wished for the resurrection of Zodiark, Varis himself wanted for the restoration of humanity to its original form—before separate races developed and evolved.

Lastly, he revealed that the Garlean Empire was founded by an Ascian: Solus zos Galvus. Varis declared that the only way to rid the world of Ascians was the rejoining and the resulting purification of man. The Alliance rejected his plan and with negotiations having failed, they prepared for the incoming invasion. It was not long after that Alisaie, too, fell to the calling.

After having been called by Raubahn to meet him at the border, he informed the Warrior of Light that Varis had already returned to Garlemald, and the war had already begun. Thing started off well for the alliance, but Zenos appeared on the battlefield and began to cut swathes through their forces. He sent the Warrior of Light to thwart Zenos' advance, and they cut their own path through the battlefield in turn.

Hien, Lyse, and Yugiri all fell to the Elidibus-possessed Zenos just as the Warrior of Light arrived, raising the stakes. No matter how many times he was struck down, Elidibus would raise up Zenos' body once more, and this continued until the Warrior of Light themselves were struck and succumbed temporarily to the calling.

While unconscious, the Warrior of Light found themselves transported to a different plane of existence where they were welcomed by a mysterious individual who claimed they were behind the calling, informing them that he required their aid in The First Shard. This reflection of The Source was in grave danger; it had been nearly overtaken by a flood of light. Remarking that he had left something for them near the Crystal Tower, he allowed them to wake.

Waking in one of Ishgard's infirmaries, they were greeted by Aymeric who informed them that Estinien had come to their aid and pushed back Elidibus. After Elidibus fled, the battle reached a standstill; civil unrest had begun within Garlemald following rumours of Zenos' possession by an Ascian. Recovering from their injuries, the Warrior of Light then travelled back to Mor Dhona and informed his remaining allies of what they had learned of The First and the beacon near The Crystal Tower.

The Sons of Saint Coinach and the rest of the remaining Scions searched for the beacon, bringing us to the present. Meanwhile, Emperor Varis was informed that the production of the black rose toxin had resumed. It's then shown that the real Zenos inhabits a stolen Elezen body that joined the fray during the battle at Ghimlyt Dark.

With the souls of those they hold dear at risk, the Warrior of Light needs cast aside the light and embrace darkness to save both The First and their companions. What trials await this newfound Warrior of Darkness?

Find out on the next episode of Final Fantasy XIV: Shadowbringers.

GPOSERS MONTHLY CONTEST WINNERS

CRIMSON SUNSET

We wanted you to recreate your favorite scene from Stormblood in true Wandering Minstrel form! Whether it be your favorite moment from the main story, a side quest, a dungeon, or otherwise, as long as it's from Stormblood and it looks like a legend brought to life, it flies. Here are our victorious Warriors of Light.

#1 ROBYN LANNER
BALMUNG



#2 MAJORIE DESMARAIS
BRYNHILDR

#3 LOKI SOWILO
CACTUAR



MAY BIRTHDAYS

02 VATI BHELNI (BALMUNG)
MENPHINA THE LOVER

02 YOMIGAMI OKAMI (HYPERION)
RHALGR THE DESTROYER

09 PAPUJ NINEK (MOOGLE)
OSCHON THE WANDERER

10 RINZIEL ELERRINA (ODIN)
THALIAK THE SCHOLAR

13 KUSATTSUKI KIBA (TONBERRY)
NYMEIA THE SPINNER

19 OHSHI GOLDENCHILD (CACTAUR)
HALONE THE FURY

19 MOH NIFLHEIM (CERBERUS)
NYMEIA THE SPINNER

25 LOKI SOWILO (CACTAUR)
RHALGR THE DESTROYER

25 SHILOH FROSTSHADOW (MALBORO)
MENPHINA THE LOVER

26 ARCADIA LUNASHINE (JENOVA)
NOPHICA THE MATRON

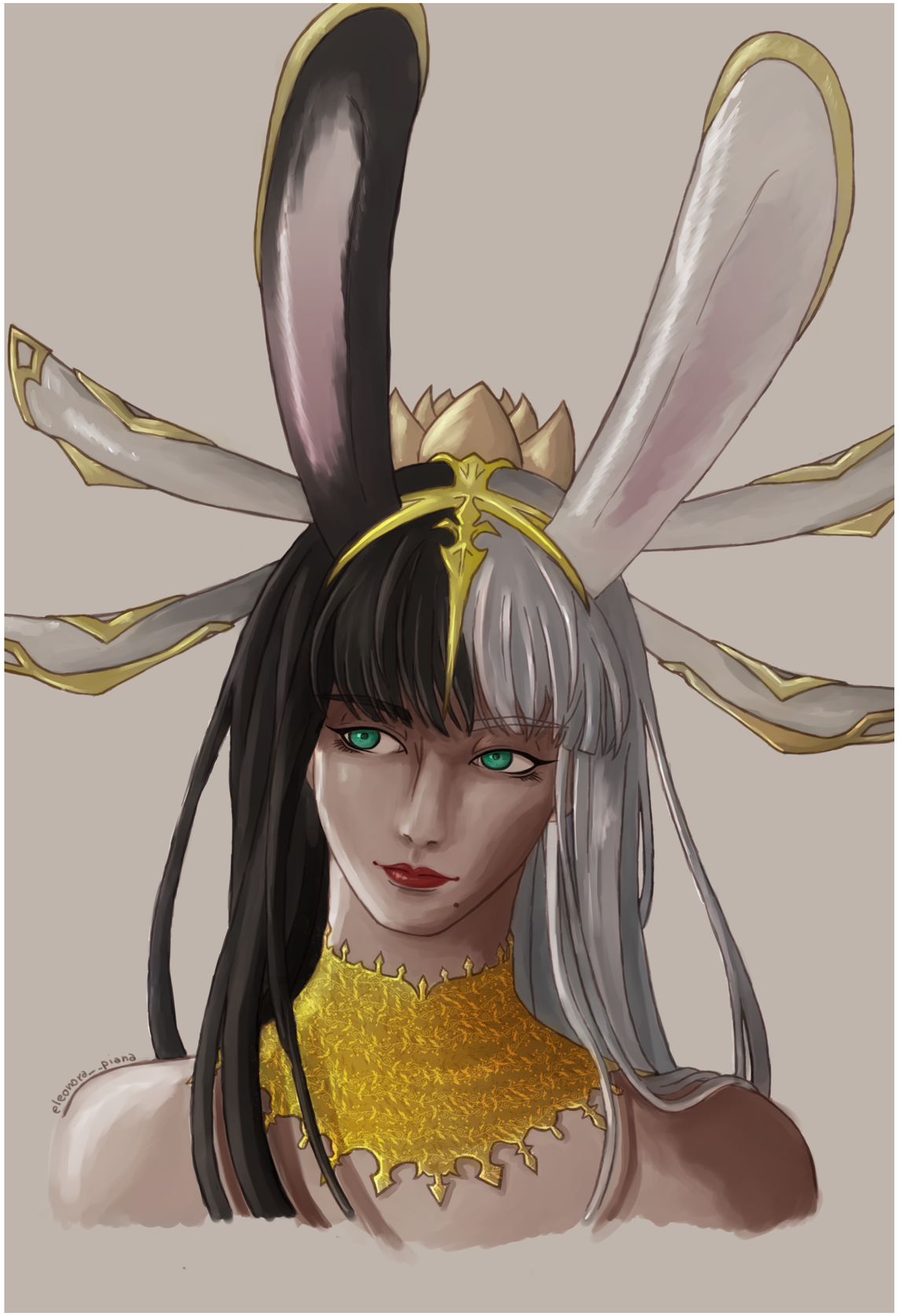
29 MAYA YUUJINCHOU (MOOGLE)
MENPHINA THE LOVER



CLARE 47

ARTIST SHOWCASE


eleonora_-_piana


eleonora_-_piana



INTERVIEW

What do you love to draw the most?
Usually, all the video game characters I play (mostly original characters from MMORPG's), and other characters that I find beautiful! By the way, fashion drawings are my primary work, which is why I prefer focusing on characters rather than backgrounds.

How long have you been creating art?
In a serious way since 2014, when I opened my Instagram account.

What motivates you to draw?
Drawing has always been my hobby and the thing I love to do the most. I find it relaxing, a way to break away from reality. It is one thing that makes you constantly improve.

What is the inspiration behind your art?
Any character I find interesting and beautiful! Not so long ago I did a lot of K-Pop portraits. If someone is into that, they can check my old works which are always on my Instagram account!

Do you accept commissions?
Yes, I'd love to realize drawings for anyone that likes my art style! People can DM me on my Instagram (@eleonora__piana) or my Twitter (@TheInvaderHero)! I will directly tell them any information they need! Everyone is welcome!

https://www.instagram.com/eleonora__piana

https://twitter.com/theinvaderhero

COMMUNITY

Interviews



VALAINA ARKANE
ODIN

INTERVIEW

Marot Satil: Another issue means another set of Community Interviews! Starting off, why don't you introduce yourself?

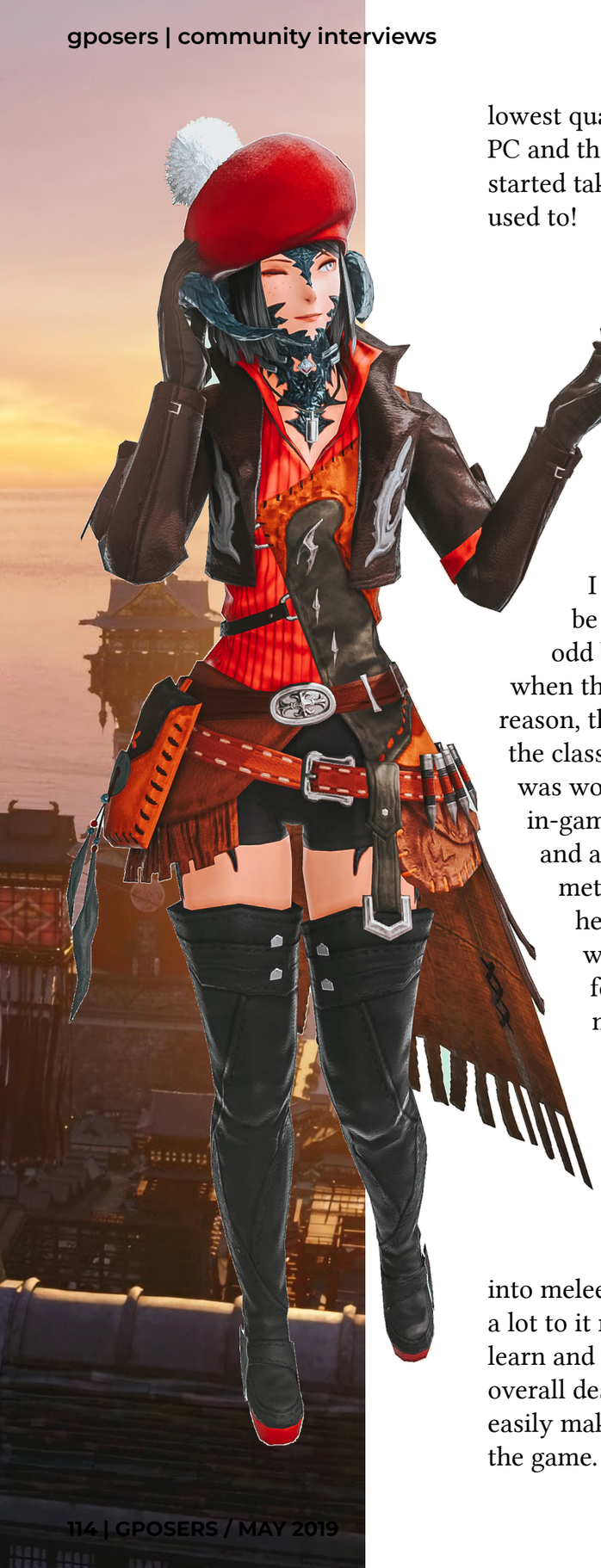
VALAINA ARKANE: Sure thing! My name's Valaina Arkane—but you can call me Val! I am 20 years old; I play on Odin and started the game just 2 weeks after the release of Heavensward. I fell in love with the game almost instantly and mained black mage for the majority of the time until I switched to red mage in Stormblood. My favorite activities in Final Fantasy XIV include raiding, crafting, and of course Gposing. I've done a lot of the latter one especially recently and stumbled upon GShade not too long ago, and while I was overwhelmed with all the presets at first, I feel like they're helping me get a lot better at taking screenshots!

MAROT: With one question you've already told us so much, but of those aforementioned activities—Gposing—sure stands out. How did you end up getting into Gposing as a whole?

VALAINA: Well, at first I didn't even know that the /gpose command existed to begin with. When I first made my character I've wanted to take screenshots of my character over the course of progress to memorize it as some kind of journey. I would find a nice cutscene in the story or a nice area to stand in, would do an emote, and then hide my HUD to take a screenshot at just the right time. Later on, I then discovered /gpose thanks to a friend, and discovered taking screenshots as something new again!

As if I had never taken a screenshot before, I would spend a lot of time getting nice pictures of my character, which were on a whole different level compared to what I took before I discovered the command. I then discovered ReShade as I was looking at other people's screenshots and they told me about it. With that, I later discovered that you could download different presets for ReShade, and with that later on I discovered GShade! And as you can probably imagine, with every new discovery came a whole lot of new screenshots, which included a lot of experimenting with different poses, emotes and presets.

When I first started playing the game, my PC also used to be very bad, and therefore I would play the game on



lowest quality. When I got myself a new PC and the game looked much nicer, I also started taking a lot more screenshots than I used to!

MAROT: Well I for one am glad to hear you've been enjoying yourself with GShade. Next up: red mage. Seeing as you main it, how do you feel about the class as a whole?

VALAINA: Red mage is a class I really enjoy playing. It might be very easy—which is somewhat odd because I actually really love it when things are not easy—but for some reason, that doesn't stop me from loving the class. When it first got announced, I was wondering how the class would work in-game, because having a mix of a DPS and a healer would probably break the meta as it is right now. When we then heard that it was going to be a caster with melee abilities, I had hoped for something Dark Souls-like with magic infused swords and the like.

While I didn't get exactly what I expected, I was honestly positively surprised by how smoothly the class plays and how satisfying it is to get build up your mana gauge and then go into melee stance. Red mage doesn't have a lot to it mechanic-wise, it's very easy to learn and not very hard to master, but the overall design and the classes' playstyle easily make it my current favorite class in the game.







VALAINA ARKANE



MAROT: It also tends to be my go-to when I get dragged along to do this-or-that as a DPS myself, so I feel you on that last bit. Moving away from the topic of jobs and the like now, do you have a favorite zone or specific area in-game that really calls out to you?

VALAINA: Idle-wise I can't really say, because most of my time spent idling is in or in front of my house. An area that feels somewhat magical to me though, is the Reisen Temple, the location where the four lords storyline is playing. It's the same area as the end of the Hell's Lid dungeon! The cave looks very interesting to me. The water and the lights at the ceiling of the cave are very calming to look at, and the music which plays there (Iroha) also feels oddly calm.

Not only does the location calm me—it also is a great place to take screenshots, as the natural lighting in there is wonderful. The location also somewhat reminds me of the Shrine of Amana from Dark Souls II—which (unlike many others) is a game I really enjoyed!

MAROT: I recall Kupaii being incredibly excited for the Four Lords storyline; she's a big fan of the mythology behind their real-life incarnations. But let's talk about the GPOSERS community, how'd you find out about us?

VALAINA: Well, I found GPOSERS through GShade! I liked a person's screenshot and was asking them which reshade preset they were using, and they said it's a part of GShade. I then Googled it; I was a little hesitant at first because I liked my old presets, but then I downloaded it anyway and installed it. With one preset in particular, I felt like the pictures came out a bit blurry, so I joined the Discord server to ask for some help on it.

I got the help I needed, figured the community was very nice overall and then decided to stay! Later on, I also started uploading some of my screenshots on Twitter, and a friend suggested I should put the #GPOSERS hashtag under my screenshots so I could share them with more people.

MAROT: And now you're being interviewed for our magazine, even. Funny how that works. If it was GShade that lured you in, it couldn't have been that long ago, but whenabouts did you join?

VALAINA: If the Discord search function doesn't fool me, Strawberry welcomed me on the 7th of March this year! So around 2 months ago—which I think is still pretty recently.

MAROT: Certainly long enough to get a feel for things, though; like the selfsame magazine this interview finds itself in. What are your thoughts on it, speaking of?

VALAINA: If we are being completely honest, I skip some parts of the magazine, but definitely not all! I love looking at the fan glams, fashions, interviews, and Hidden Gems especially. And of course, I couldn't forget the Photosmith lessons, which really help me get better at taking lovely screenshots!



I FOUND GPOSERS THROUGH GSHADE!





SHIROGANE
W14, P57

SIGN MY GUESTBOOK!

MAROT: Honesty is good! I honestly don't know many people who can stomach very much reading in the first place these days, so no need to feel bad. Last one, then: Is there anything you'd like to say to all of the other Warriors of Light out there?

VALAINA: Hmm, well…I'm not very good when it comes to things like this, so I don't really know what to say. However, if any of you Warriors of Light need any in-game advice—or just need help in terms of content, crafting or anything else—you can feel free to shoot me a message on the Light Data Center. I would also be honored to have my guestbook signed over at Shirogane: Ward 14, Plot 57.



RURI VALETH
BALMUNG

INTERVIEW

MAROT SATIL: Good evening, and thank you for agreeing to have this little chat! To get us started, why don't you tell us a little about yourself?

RURI VALETH: Hello, thanks for the opportunity to be a part of the upcoming issue of the GPOSERS magazine! I am Ruri Valeth from the world Balmung on the now Crystal data center. I've been playing since the beta of 1.0 back in 2010 and never really stopped since. I started on the Mysteria server, then Hyperion, and now Balmung. I have over 1200 days playtime, but probably about 75% are AFK dancing or singing while I'm asleep or at work (people seem to like to see my character dancing and leave nice /tell messages).

I never got into the social media aspect of the game such as Twitter/Tumblr/Reddit/forums until a few years after I started playing. I began posting pictures of my Miqo'te on the official forums in a "Show your Miqo'te" thread; I posted several times a day, and met a bunch of friends there. I mainly play casually and just take a bunch of screenshots or chat with friends. I even met my girlfriend in real life doing role-playing in the game!

MAROT: Sounds like you certainly keep yourself busy. You've mentioned quite a lot about what you do out of the game, but what in particular is your favorite in-game activity?

RURI: I love crafting. Making items for myself and friends is fun and relaxing for me. I also enjoy role-playing and going to RP events such as festivals or shows. I do some content with my FC (which is made up of mostly real-life friends) so we at least get the extreme primals down, as well as collect ponies, birds, dogs, and other nice spoils.

I spend a ton of time making glamour outfits wishing we had more inventory space or glamour plates—which I believe is getting increased in the upcoming expansion! My character actually makes and sells clothing as an in-character job for RP, so I take glamour requests from people, make their outfits, and have them tip me for it with Gil.

MAROT: So you're a proper glamour artist yourself, eh? You'd be surprised how many of the people I interview end up on the team sooner or later. That aside, do you have a class or job that you always find yourself playing?

RURI: Glamour is certainly the endgame for me! I have 3 retainers full of gear I don't want to get rid of, a full glamour chest, and an almost full armoury chest—more space needed… I mained dragoon up until Stormblood and then turned to red mage, which is my current main. I am looking forward to dancer as my next main depending on how the actions are and how it is to play. I also play scholar when my free company needs a healer.

MAROT: I really feel you on the space issues—who knows what I'll do myself come Shadowbringers. How about locales, next? Is there any zone or area that really strikes your fancy?

RURI: I usually hang out by people-watching or chatting in Limsa Lominsa or Ul'dah. For a non-city location, my favorite spot is in the East Shroud within the Sylphlands: the Hanging Barbs, which has always been one of the prettiest places to me. I also love the Azim Steppe—the huge open zone and the amazing music.

MAROT: We actually featured the Hanging Barbs in one of our issues as part of the Hidden Gems section—you've got good taste! Next up, what are your thoughts on /gpose and Gposing as a whole?

Ruri: I absolutely love the time and effort the dev team puts into the /gpose command. It's insane how creative the screenshots can be! I love playing around with settings to see how everything looks, and seeing other players screenshots really makes me happy. I spend every morning going through social media and Discord checking out all the screenshots people take and getting ideas for my own!

MAROT: Needless to say, I agree completely. This topic leads us right into GPOSERS: how did you find out about our now not-so-little community?

RURI: I recently started using Twitter a few months ago and noticed almost everyone there uses tag. I had no idea what it was, but I followed it back to your Twitter page! I saw how many followers you had and the fact you retweet a ton of awesome posts from other Final Fantasy XIV fans, so I started to add that tag to everything—eventually joining the Discord. The Discord has grown enormously in the last few months and I love the community there!

MAROT: Glad to hear you're enjoying your time with us! From the community to the magazine, we do put in work. Speaking of, what do you think of the magazine you're being interviewed in?



RURI: I think it's fabulous! I've seen a few other fan magazines such as Aetherflow Media and it's awesome to see so many fan-made projects like this. All of it is done so professionally, which really shows how much time and effort people put into them. It is a ton of fun to read them all and learn a few tips as well! I loved the glamour shots and found the section of glamour made from food ideas really fun and interesting to read!

The artist showcase is also awesome as I personally have gotten a lot of art done from my character. I love fanart almost as much as in-game screenshots and spend a lot of time checking for new posts from my favorite artists.

MAROT: More glowing feedback—you're going to make the staff blush. Second to last question (you're almost free):
Have you tried out GShade, and if so, what do you think of it?

RURI: Yes, I installed it but haven't played through all the settings yet. I like to tinker with all the sliders and options to make the game look just right for me. The amount of options in GShade are insane though and I love it! I will definitely spend more time playing around with the options in the future. I've seen some of the screenshots others took using it, though, and my jaw drops. So beautiful and creative!



RURI VALETH

MAROT: I'd say that time will pay off when you find it. Last one! Is there anything you'd like to say to all of the readers out there?

Ruri:

I'd love to meet more people in-game! If you're on the Crystal data center come visit Balmung and send me a /tell. I always check my messages when I return from the land of AFK. I can make you some outfits, show you my in-game shop, or take some fun screens together! I'm looking forward to experiencing the new expansion Shadowbringers with you all. Keep posting your awesome screenshots and art for myself and others to see as well!



Hidden Gems of Hydaelyn

Hidden Shores

SHIROGANE (9, 15)

A secluded hot spring within the only housing district available to foreigners in all of Hingashi: Shirogane. What more could a weary adventurer ask for?

Rakusui Gardens

KUGANE (12, 15)

Created to introduce the “ijin”—or foreigners—of Kugane to Hingan aesthetics, these tranquil gardens were carefully constructed and are painstakingly maintained.

Westshore Pier

OLD GRIDANIA (14, 6)

This pier serves as the dock for the ferry which travels through the Whispering Gorge and ultimately disembarks in the East Shroud.



SNAP SHOT

A LOOK INTO GPOSE DURING STORMBLOOD

Serenaya Carrin

A writer for GPOSERS. Serenaya has been a long time staff member and enjoys writing and playing FFXIV.

Hey y'all! Serenaya here, coming at you with something a little different for this month's issue! As per the theme, our Stormblood retrospective, I want to take a break from the story writing and take the time to talk about the tool that makes our worlds—and so many of yours—turn every day: /gpose!

There has been a myriad of changes and additions over the expansion, from the big additions at launch to the smaller tweaks later on. I won't patronize anyone with what /gpose actually is as I'm sure we all have a good idea of it by now, but we thought it'd be cool to recap on Stormblood and see how far our pride and joy has come. It is, of course, the centerpiece of our magazine and community after all!

So, from the top, then.





4.0 THE LAUNCH

ADDITIONAL ACTION SUPPORT: The first of many additions was this neat little feature that allows us to pause our emotes and expressions, allowing the capture of some amazing poses with all kinds of context, depending on what you're going for. The possibilities became endless when coupled together with angles and framing, especially when this meant that you could capture any action or ability at any point during their animation, which gives your chosen class the identity it deserves in one still shot. We've all seen those crazily lit Limit Breaks frozen in time and that's all thanks to this.

NEW FILTERS

With the Stormblood launch came new filters, specifically:

- BRIGHT 4
- PASTEL 3
- MONOTONE 1-3
- COLORED MARKER 2

These have proven to be amazing for giving your shots a specific look whether it's a portrait, landscape, action-shot or something else. Capturing mood is important if that's something you wish to add, and these, along with the rest, are invaluable for achieving just that. Bright 4 is a personal favorite for the sake of color and vibrance!

NEW SCREEN EFFECTS

Much like filters, screen effects can also be used to add a layer of spice to your Gposing by capturing a specific look. There were several additions in 4.0:



FROSTED GLASS



PARTICLE



PENCIL 2

Particle and Sakura are two of my personal favorites, giving anything that I've taken an extra sparkle. Coupling these with a romantic scene or that of a landscape, gives them a wonderful feel of magic and fantasy, an immersive addition for sure for our adventure to the East.



POLKA DOT



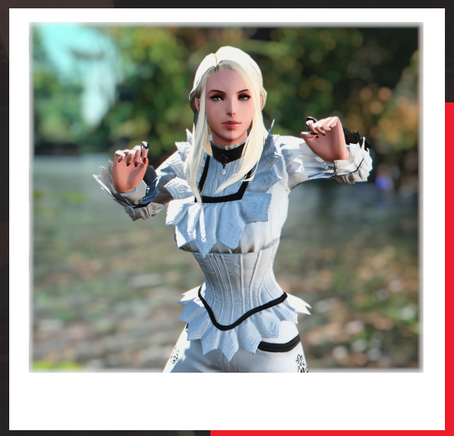
SAKURA



CONSTRUCTION PAPER

NEW PICTURE FRAMES

And finally, fancy frames as a finishing touch to your hard work! Create a memory-like polaroid or give your picture a cinematic feel! A bit more of a niche addition perhaps, but still a welcome one to the diversity that Gpose offers us all. Stormblood came with several as follows:



Instant Camera



Ornamental Borders 1 and 2



Wall Frame



Ukiyo-e



Cinema

MOTION TOGGLE

LASTLY, A MINOR ONE THAT ALLOWS US TO OPT-IN OR OUT OF OUR LAST BATTLE ACTION BEING SAVED. NEAT!

4.1-4.3 NOT A LOT HAPPENED

For the next few patches, things didn't really change much in the /gpose department. After many new things being added at launch, it seems—from patch notes of all major updates at least—that not much had been introduced at all. As seen by all the various sites and Discord servers that are packed full of /gpose magic, this was clearly not a limiting factor by any stretch however in 4.1 and 4.2, there was the addition of the following:

4.1: The Pencil 3 screen effect was added.

4.2: The Duty Recorder.

This is obviously a little different than the bread and butter camera that we've been used to, but it's worth mentioning as recording duties had now become a possibility and upon viewing after, could be paused and played with in /gpose at any points. To this day however, it is still rather limited in terms of recordable duties. An odd restriction, for sure. I can't say I've ever taken the time to play with it myself due to more affluent ways of recording with streaming and graphics cards built-in recording software, but hey-ho! Thought that counts, eh?

By 4.4 however, we finally saw some more major and welcome changes/additions that allowed our in-game photographer hearts to capture even more detail and definition. Us GPOSERS certainly have an insatiable lust for new /gpose features at the very least and thankfully Square Enix were already one step ahead.



4.4 ADDITIONS!

THE ABILITY TO STOP THE TIME OF DAY AND WEATHER WAS ADDED

FREEZE!

This meant of course that if you were perhaps looking to take a photo in a certain condition or with a certain style of light generated only by the time of day, then it had become possible to do so without any time limits. Of course, shaders are able to replicate this but not everyone can/wants to use them which is entirely understandable. The mood or scene you wish to replicate may only be gotten from time or weather and it could perhaps even affect which of your glamours you want to wear. I could go on but it goes without saying that this feature is huge in giving people more freedom to find the perfect shot without worrying about the opportunity passing by in an 8 in-game hour cycle (or 24 minutes of our earth time).

Put a simple monotone filter on a sad, rainy day or use a bright filter on a sunny one. Very simple and likely familiar examples, but ones that make a good start making time and weather match mood.

MINION ACTIONS

Your minions last performed actions became capturable! Though this sadly does not apply to every minion, this could easily make for perhaps some more humorous shots, coming away from the aesthetically pleasing to instead tell a skit, be coupled with a funny caption or see what poses you can capture with your minions in action. There are currently over 300 in FFXIV—Some do strange things when idle for long enough and some react to your emotes. See what you can come up with!



Another handy addition was the ability for us to now capture our characters both on and off a mount by having them or us walk, run, fly etc. in a stationary position. As you can imagine, capturing motion in an image is a bit oxymoronic, but thankfully that on top of the existing effects that portray movement of some kind, allow exactly that to happen. Scenes of escape or elegant freedom in the skies come to mind, especially on your favorite mounts. That's what I like to do, anyway.

New Screen Effect + Angle Adjustment Incremental option: Construction Paper 2 was added to the ever expanding screen effect list and it became possible for you to adjust angles and viewpoints at increments of 25. Neat little touches for a bit of quality of life never go amiss!

RUN
WALK
NOW

TAKE A
PAUSE

4.5 MORE!

IT WASN'T OVER FOR THE EXPANSION YET AS THE LAST MAJOR PATCH, ALONG WITH ALL THE OTHER BIG CHANGES WE'VE ALL HAD TO DEAL WITH, HAD SOME MORE /GPOSE GOODNESS CONTAINED WITHIN TOO!

/gpose Under Status Conditions

These additions are certainly an interesting one and definitely expand the scenarios in which we could jump into /gpose and take advantage of a more unique situation if we were to find ourselves in one. With this update we were now able to snap away when we were:

TRANSFORMED. Perhaps you stepped on the transformative traps in PotD or HoH

INCAPACITATED. Whoops, ate a mechanic, better take a picture of my friends struggling onwards! Or perhaps I feigned it and just wanted to get an angle of myself pretending to be in action...

PLAYING AS SOMEONE ELSE (Roleplay I suppose). Remember the solo duties you spent as Alphinaud for example? Well, capture the moment!

Okay, so this would perhaps not be your first thought when one of these events occur but hey! The growing diversity that our dear camera has is growing and that can only be a good thing. Why not give it a try if you haven't already! Just don't mind the comments from those in your party, they might be a little confused.

MANUAL FOCUS

Hurray! Freedom! Defaulting focus to ourselves is nice in a lot of cases but sometimes you just don't want it if there's something else in the frame that's meant to be in the spotlight. Now it's far easier to adjust and have something far away be the focus of your virtual lens, giving people something else to see when they view your images. Perhaps someone was hoping to see your wonderfully pretty character's face, only to have it mildly blurred and the dude you were told not to worry about in their Regalia behind them, looking sharp and in-focus. Oof.

Changing Emotes Without Leaving /gpose:

Perhaps the biggest relief to us all! Finally—though only applying to our own characters—we have been enabled in changing expressions and emotes on the fly, meaning no more constant exiting and re-entering for a photoshoot. If that's not quality-of-life, I don't know what is.

And last but not least...

A Warning Box When Exiting /gpose: Aww.

And that's it! Your comprehensive retrospective of Stormblood's /gpose lifecycle. It's come a long way and we can't wait to see what comes next. Can you? Seeing the floods of screenshots in our community Discord everyday is amazing and every single one of you is awesome. If you haven't already, show the community your talents and ideas! We'd all love to see them.



STAFF INTROS

featuring Strawberry & Grim



Strawberry

TRANSLATOR | GOBLIN

Hello, everyone! Strawberry Sundae here—or for short—Berry. Nods Nods. I'm super excited to be working with the GPOSERS team as a translator! I hope that my efforts bring the Final Fantasy XIV communities together as much as possible!

A little bit about Berry: I first started playing XIV a little late into Heavensward's patches... I want to say it was either 3.3 or 3.4. My memory on the start is a little hazy, please excuse me in that regard! During my first dive into XIV, the story immediately captivated me, and I was hooked! So from there, the adventures of a little Miqo'te dragoon started. Although I am no longer a Miqo'te, I'll always remember the beginning (Au Ra master race by the way)!

At first, I didn't know a single thing about the /gpose feature in XIV, and just took photos timed with the PrintScreen button. When a friend notified me about /gpose, my entire world changed. It was like a caveman first discovering fire! After discovering it, I fell in love with the game even more! More down along the line, mid-way through Stormblood, I discovered the GPOSERS community through social media and curiosity got me! I jumped in and continued going down the rabbit hole. Eventually, I found myself posting my own screenshots to the community, and now here we are! I'm ecstatic to give back to this amazing and welcoming community. Here's to a ton of great and happy moments, full of fantastic memories!





Grim

AUTHOR | FAMFRIT

Hey, everyone. I am Grim—GPOSERS' newest and freshest author! Honestly, it took me far longer to write this than it took to write the Stormblood article also in this issue, but—yes: I'll get into it.

I've been playing Final Fantasy XIV for years, and over that time I've had loads of chances to take Gpose pictures. Obviously, since my first ever screenshot (didn't know about Gpose and my HUD was still showing), I have thoroughly improved—and due to that, I ended up searching for more places to see peoples' Gpose work, obviously leading me here. Though I only have access to the game on PlayStation 4—limiting my ability to create immensely high-quality images—I decided to pour my interest in writing towards the magazine. Since then, I've had a blast doing it and talking with my fellow staff.

You'll find me on Famfrit on the Primal Data Center under the name Vulgrim Nexas; more than anything I play tank classes though I'm very much in love with dragoon. Outside of the game, I am heavily into FromSoft games—with Bloodborne being one of my all-time favorites! As well as working with GPOSERS to create articles and such for the magazine, I am also a brand ambassador for Loot Cave Co.! You have probably seen them around online with their incredibly popular 1:1 scale job stones and other XIV and gaming merch!

That's all I have to say about me, but please feel free to find me in-game and say "hi!" Thank you!







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MAROT
SATIL